# 朝陽科技大學 092學年度第1學期教學大綱
# Software Engineering 軟體工程

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| 當期課號 | 7291 | Course Number | 7291 |
| 授課教師 | 廖珖洲 | Instructor | LIAO,HSIEN CHOU |
| 中文課名 | 軟體工程 | Course Name | Software Engineering |
| 開課單位 | 資訊工程系碩士班一A | Department | |
| 修習別 | 選修 | Required/Elective | Elective |
| 學分數 | 3 | Credits | 3 |
| 課程目標 | 這門課包含幾個軟體工程與軟體開發的重要內容，主題包括：系統工程、軟體流程、系統模型與統一塑模語言(UML)、物件導向設計、軟體需求與軟體測試。在完成這門課之後，學生將可以學習到下面幾點：1.瞭解軟體工程的原理；2.瞭解軟體開發中不同階段與模型；3.具有撰寫需求規格的經驗；4.瞭解軟體設計以及快速雛形的概念；5.瞭解大型軟體的維護方式；6.瞭解CASE工具的概念並且運用特定的CASE工具。 | Objectives | This course covers the key aspects of software engineering and Development. Topics include: system engineering, software process, system modes and UML, object-oriented design, software requirement, and software testing. On completion of this course, students should be able to perform the following tasks: 1. understanding the principles of software engineering; 2. understanding different development stages/models; 3. understanding and experience in writing requirements and specifications; 4. understanding and experience in designing and rapid prototyping; 5. understanding large scale software maintenance; 6. understanding general CASE tools and experience with particular CASE tools. |
| 教材 | Slide & Discussion | Teaching Materials | Slide & Discussion |
| 成績評量方式 | 1. Homeworks: 20%<br>2. Midterm Exam.: 25%<br>3. Final Exam.: 30%<br>4. Presentation: 15%<br>5. Class Participation: 10% | Grading | 1. Homeworks: 20%<br>2. Midterm Exam.: 25%<br>3. Final Exam.: 30%<br>4. Presentation: 15%<br>5. Class Participation: 10% |
| 教師網頁 | _ | | |
| 教學內容 | - To examine the nature of software engineering and its importance.<br>- To be familiar with the main stages in software system's development, the purposes of those stages, and the processes by which those stages can be undertaken.<br>- To explore a variety of software development models which combine the stages.<br>- To learn a number of approaches to software design.<br>- To improve skills for testing and debugging software.<br>- To be able to produce relevant documentation for both users and implementers of systems. | Syllabus | - To examine the nature of software engineering and its importance.<br>- To be familiar with the main stages in software system's development, the purposes of those stages, and the processes by which those stages can be undertaken.<br>- To explore a variety of software development models which combine the stages.<br>- To learn a number of approaches to software design.<br>- To improve skills for testing and debugging software.<br>- To be able to produce relevant documentation for both users and implementers of systems. |

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